

AMENDMENTS TO THE SPECIFICATION

Please amend paragraph [0002] as follows:

[0002] Current methods of designing a software system (or refactoring an existing software system) typically involve~~involves~~ the using static data. Unfortunately, extensive use of static data can prevent the software system from being reentrant and/or thread-safe. One solution to this problem is to gather all of the static data of the software system into a single “static data” class and to pass this class among the components of the software system. This solution has the drawback of introducing spurious dependencies among the components of the system through this “static data” class. Such dependencies can cause a large amount of unnecessary compilation when only a few components of the software system are modified.

Please amend paragraph [0008] as follows:

[0008] In the system illustrated in FIG. 1, these extended components include A impl' 118 and B impl' 122. Note that the C component has not been extended. Factory' 120, A impl' 118, and B impl' 122 have the same drawbacks as described above for Factory 104, A impl 112, B impl 114, and C impl 116. Factory ~~factory~~-interface 103 also coordinates the access to factory' 120.

Please amend paragraph [0024] as follows:

[0024] The data structures and code described in this detailed description are typically stored on a computer-readable~~computer readable~~ storage medium, which may be any device or medium that can store code and/or data for use by a computer system. This includes, but is not limited to, magnetic and optical storage devices such as disk drives, magnetic tape, CDs (compact discs) and DVDs (digital versatile discs or digital video discs), and computer instruction

signals embodied in a transmission medium (with or without a carrier wave upon which the signals are modulated). For example, the transmission medium may include a communications network, such as the Internet.